

AmigaVGB_PPC_Guide

COLLABORATORS

	<i>TITLE :</i> AmigaVGB_PPC_Guide		
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WRITTEN BY		May 28, 2025	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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1.2 Usage

Usage

If you want to run a .gb-file, you must use the following syntax:

```
runelf AmigaVGB_CGX.elf CR=<your .gb-file here>
```

or just double-click the PPC-icon for an ASL-Requester!

If the emulator is too fast for you, make the window larger or play around with the options (enter "runelf AmigaVGB_CGX.elf ?" for help..) ..

Keys

Press the help-key when you are inside the emulator!

1.3 Features

Features

- Uses CyberGraphX-routines for FAST gfx-output and scaling
- works stable and systemconform
- fully multitasks
- saves games` flash-ROMs
- uses PowerUP

1.4 Limitations & Requirements

Limitations/Requirements

- only runs on PowerUP-boards ;-)
 - *** you need version 45.17 or better of the ppc.library, get it ***
from ftp://ftp.phase5.de/pub/phase5/ppc
 - it might need CyberGfx V3 or compatible..
 - you can only set the .gb-file .. other parameters can't be set YET
 - quite "slow", as pure ANSI-C without any assembler-source-code .. therefore portable (also read VGB.doc inside Misc/ ..) An OPTIMIZED version (I won't do it ;-)
 - might get _a lot more_ speed, so if this port of VGB only runs bit faster than an original gameboy, then this is not the fault of PowerUP or the PowerUP-software, it's because pure ANSI-C-code is used for emulation!
 - faster than any GameBoy-emulator on a 68060 .. once again (Power)Amiga rulez!
- *****
- * I WON'T SEND ANYONE ANY .GB-FILES!! ALSO NOT *
- * "FRIENDS" !! FREE EXAMPLES ARE INCLUDED FOR *
- * TESTING IN THE Demos-directory!! *
- *****

1.5 Known Bugs

Known Bugs

- scaling doesn't work with screens deeper than 8 bit..
seems to be a bug in CyberGraphX
- slower display on screens deeper than 8 bit..

1.6 History

History

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#### Rev. 1 + Rev. 2

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- 68K-version

#### Rev. 3

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- initial PowerUP-version

#### Rev. 4

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- more SPEED
- reincluded ASL-Requester and Shell-Options
- scalable window
- new icon done with UConv NG 2.1

#### Rev. 5

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- more SPEED
- fixed small bug in gfx-output when scaling
- trashed runelf, because it is no more needed  
with LoadSegPatch
- doc converted to AmigaGuide by Tomas Amsrud - thanx!
- please also read the future-section - YOUR help might be needed!

## 1.7 Future

### Future

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Future plans:

- maybe joystick/joypad support
- sound-support via AHI
(I need some help with this as I never did
anything with sound before - basically the sound-
support is already existing in VGB, but no code for
giving them out on the AMIGA :-(- anyone willing ?)
- link-option via Nullmodem-cable

1.8 Author

```
+-----> NEW EMAIL ADDRESS: bs168@fen.baynet.de <-----+
| // A4000/060/50Mhz+604e/180Mhz/58MB/6.4GB/CV3D + A1200/030/6MB |
| \x/ Felix Schwarz, Am Gründla 3, D-91074 Herzogenaurach, GERMANY |
| Amiga +-----+
| forever! | NEWS: UConv NG for PowerUP announced!! |
+-----+
| Homepages: http://uconv.home.pages.de/ - the cool Ultraconv-site |
| ----->> http://agm.home.pages.de/ - the great AGM-site |
+-----+
```

1.9 My other PowerUP-Developments

Other PowerUP-developments

My other PowerUP-Developments are:

PowerSearch - look for it on Aminet!

Ultraconv NG - read the announcement on <http://www.amigaworld.com/support/uconv/>